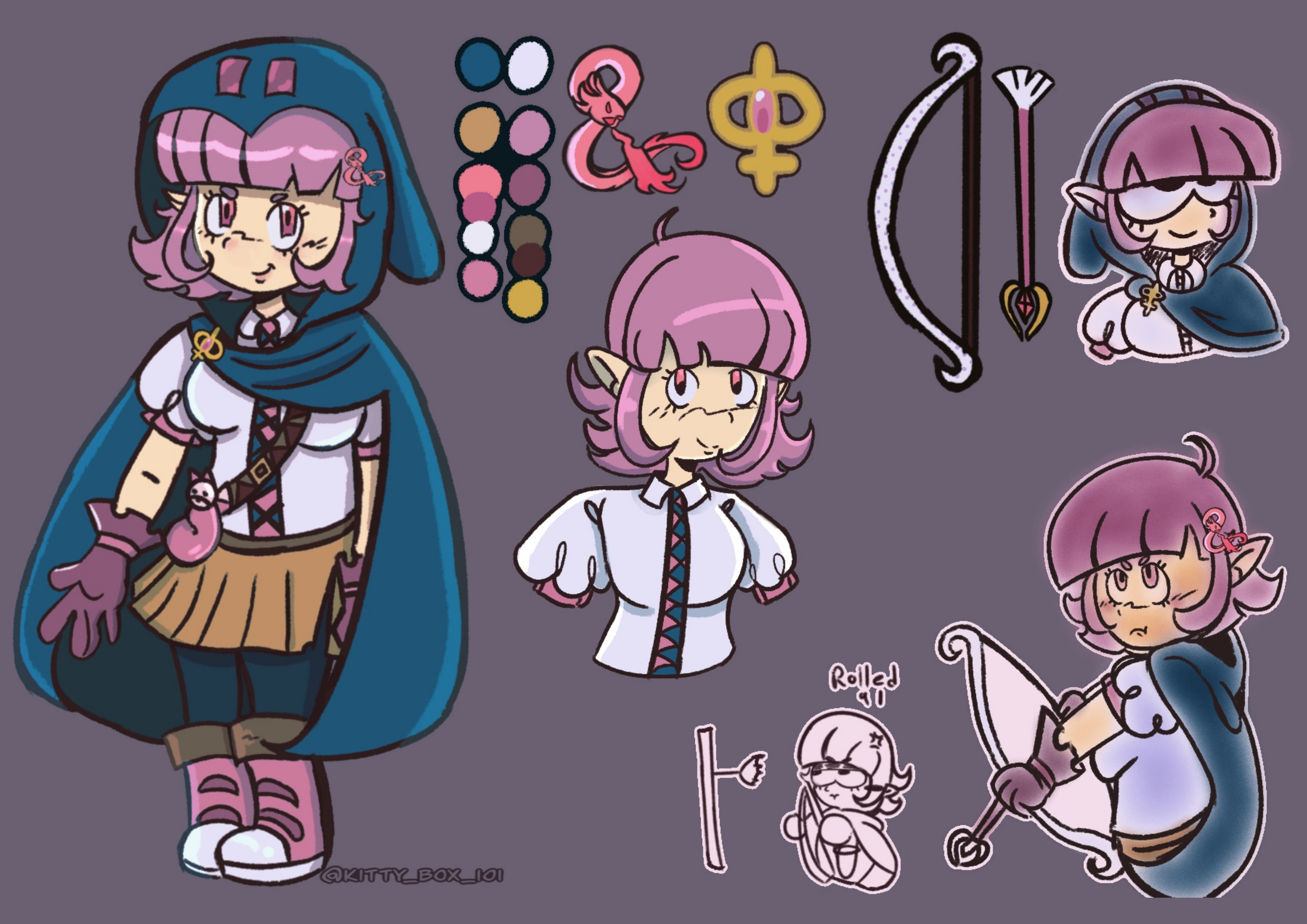
CRITICAL DICE

BONUS CONCEPT ART

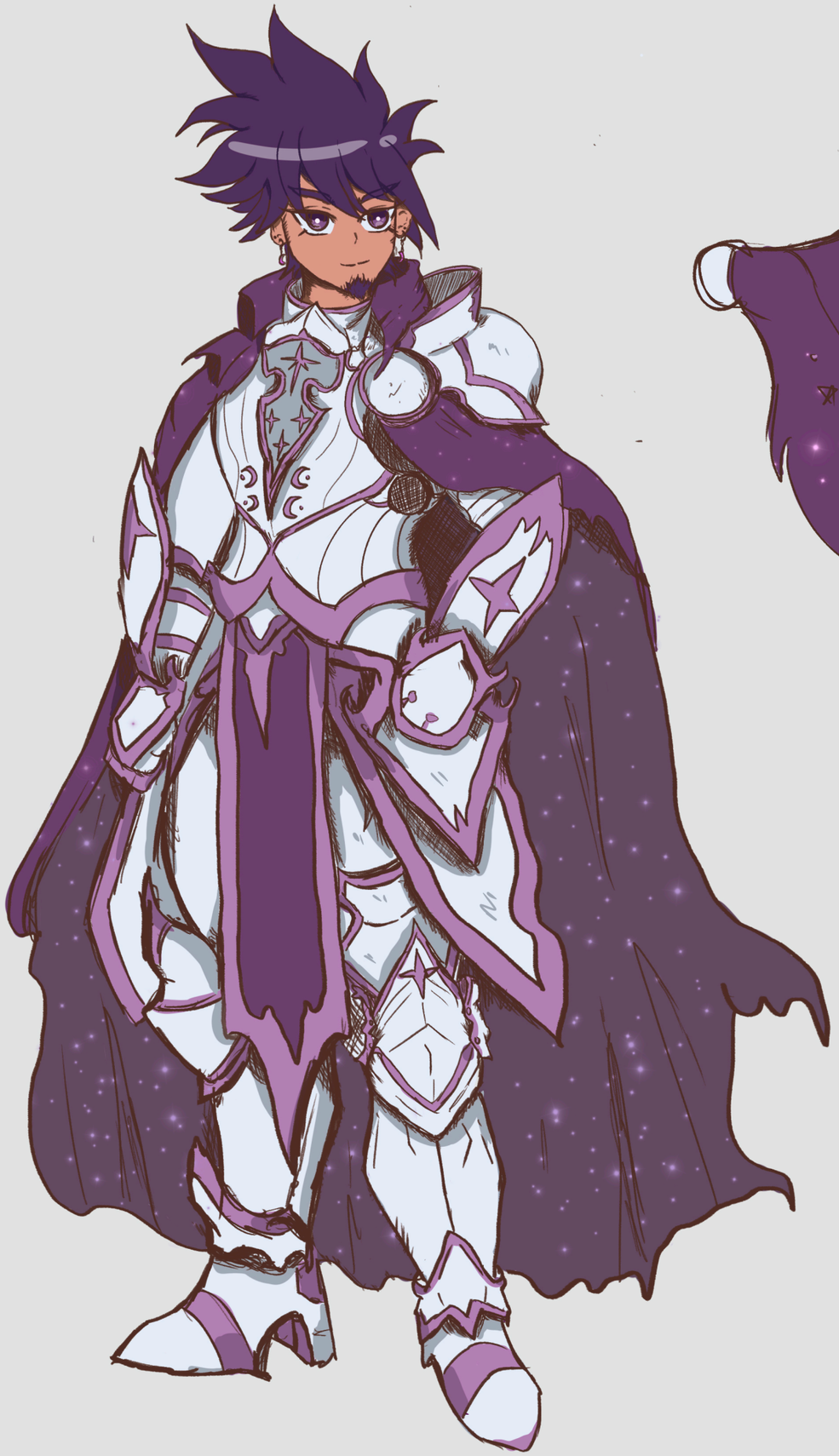
Kaede Akamatsu (Elf Bard)

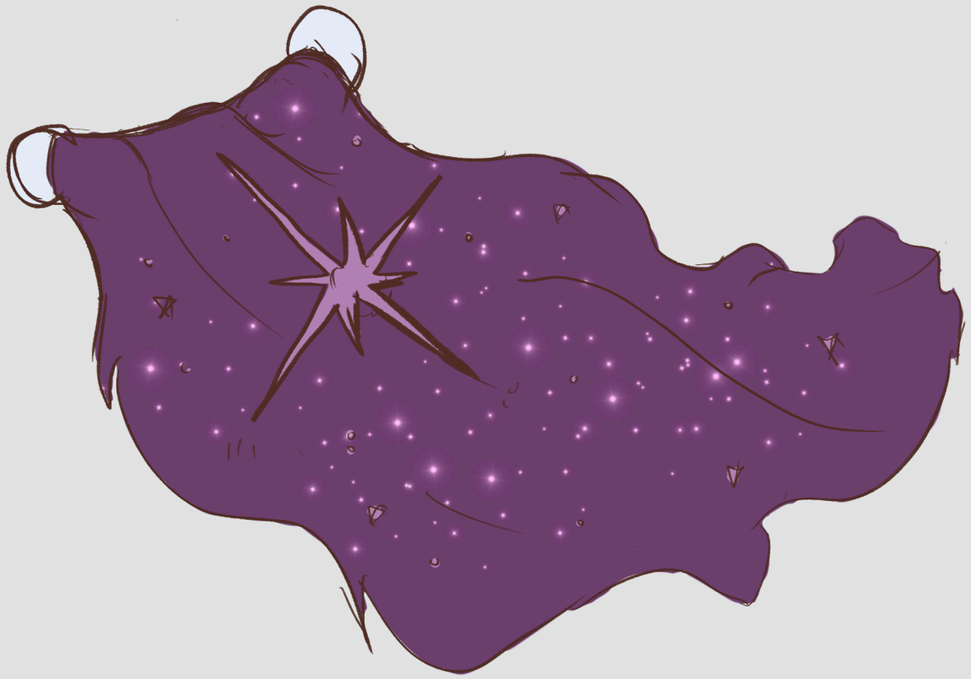
Amuerion's Concept Art (incl. Design Notes)

Color Palette


@KITTY_BOX_101
Rolled

DECEIT





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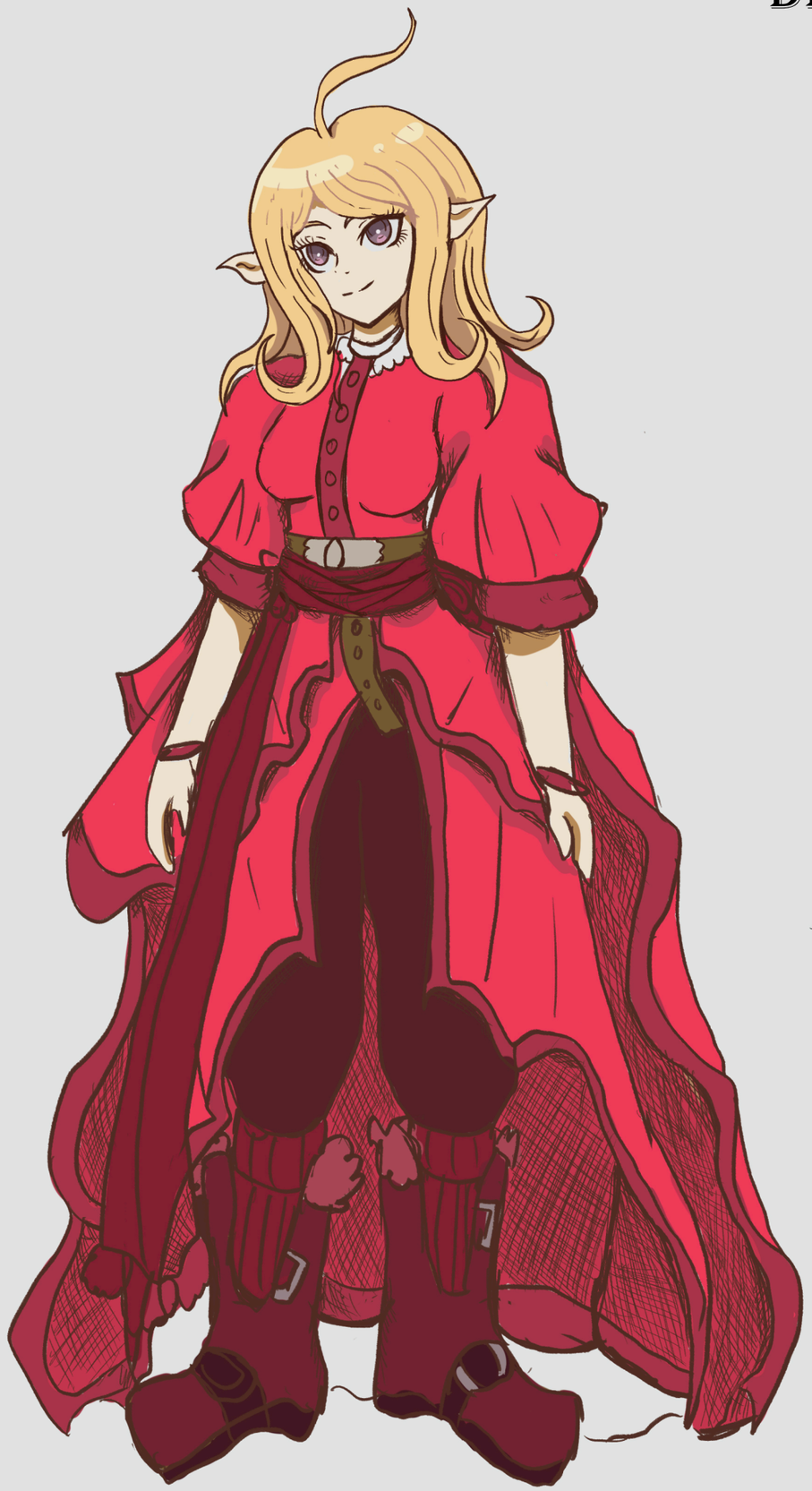
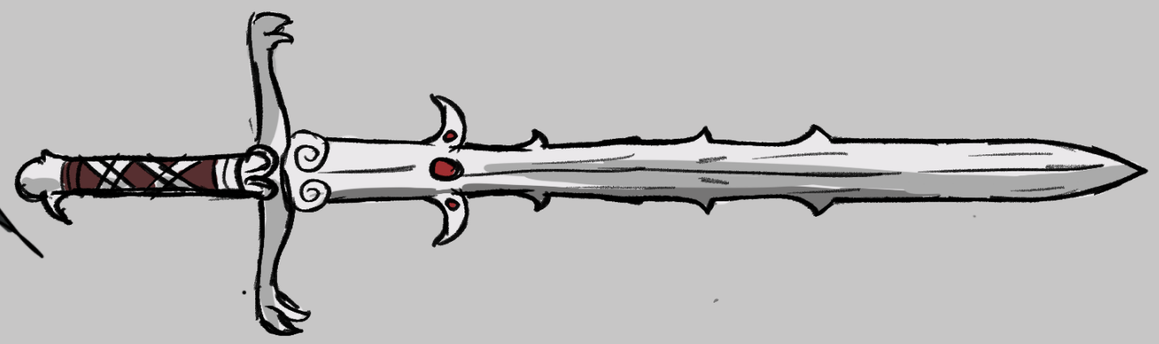


Kiibo
Githyanki Paladin
Oath of Devotion

DECEIT

A young githyanki with a heart of gold. He was hatched and raise by Idabashi with the ideal of wanting to help
those in need. Now ascended and granted access to the astral plane, he knows wield a

silver sword and ride the back of a mighty red dragon.



FORYOUPEKO - PITCH 2 IDEA THAT I DIDN'T HAVE TIME FOR

FUYUHIKO - TIEFLING SORCERER (DRAGON BLOODLINE)
PEKO - WARFORGED FIGHTER (SAMURAI

FORYOUPEKO - NEKOMARU REPRESENTATION?

FORYOUPEKO - COVER FORMATTING AND STYLE TEST

Maiora!!!

Watercolor
- Mixed Results

Emmy

My DeFault
- Longest

Scribbles

Crayon
- Fastest

Tsumugi

Human Cleric
Knowledge Domain

A very enthusiastic cleric who wants to learn every last thing about every dungeon they visit. While she isn't the best healer she still works hard to support her party.

◇

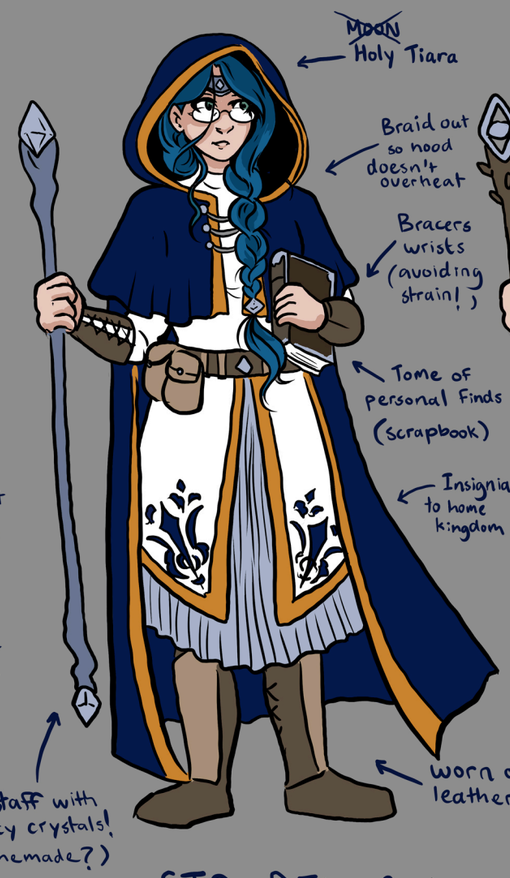
Sometimes, she laments not becoming a bard, but she much prefers reading stories to creating them.

◇

She never mentions her patron deity by name, but her party suspects either the Moon Goddess or Midnight.

... Neither have red eyes though. Didn't she say red eyes?

Alt. Design Concept



Easily Distracted

Keep away from loot and libraries

STR	DEX	CON
8	15	13
-1	+2	+1

INT	WIS	CHA
12	14	10
+1	+2	+0

Plain old standard array stats...

She often splits off to gather rumours when they reach a new town.

CHANNEL DIVINITY:
Knowledge of the Ages

This ability allows Tsumugi to call on knowledge beyond her scope and become an expert in a skill she doesn't have temporarily. Handy for bluffs, lockpicks, dancing, cooking, you name it, as long as it is done fast!

OOC CATCH PHRASE:
"MORE LORE!"

CAEL

FINNYS CONCEPTS AND REF SHEETS!

(SHUICHI AND KIIBO WERE MADE PRIOR TO THE ZINE!)

MAIN PARTY!
"THE SURVIVORS"

Kiibo Dragon (concepts)

Satyr-like?

perfers this form (as does the mobility)

centaur-like?

Full dragon form
- usually only in this form during combat or letting off steam, he perfers the more human/centaur form
- Can transform at will!

- Very vague and mixed species of dragon, unknown even to himself

- mix of scales + fur

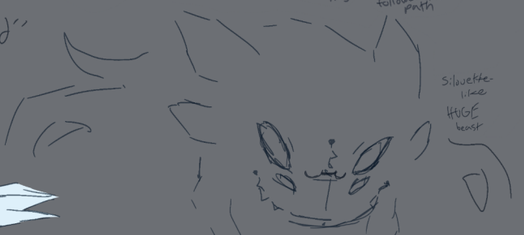
usual form for size comparison

MAIN VILLIAN!
"THE MASTERMIND"

Very basic, ordinary clothes

Tsumugi Shirogane
changing - base form (basically never seen like this.) ((anymore))

"despaired" form



She was banished to a cave when she unraveled. huge destruction followed her path

Silouette like HUGE beast

SOME BONUS LORE!

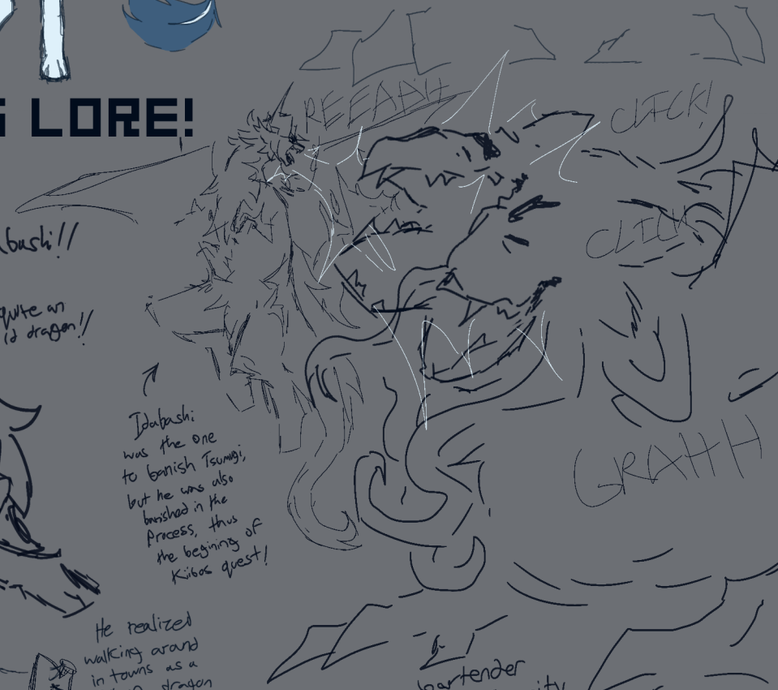
(MOSTLY KIIBO N IDABASHI)

baby Kiibi Idabashi made him from magic!

Idabashi!!

quite an old dragon!!

he moved inland when Kiibo was young in attempt to socialize him into society instead of growing up in a mountain like he did



Idabashi was the one to banish Tsumugi, but he was also banished in the process, thus the beginning of Kiibo's quest!

Idabashi "human form"

before he learned how to take on "human" form

He realized walking around in towns as a full on dragon never ends well, so he takes on this form in public

He taught Kiibo how to take on a similar form as well! (though full dragons are better accepted present time, Kiibo likes the convenience of a more "human" form!)

Was a bartender blending into society before she was banished

Your Cocktail, Sir.

She manipulated people at their worst to gather items for her "despaired" form.

Shuichi
Half Elf
Half Plant/tree creature
(concept)

organic bow

long ponytail

he's like an eldritch being lol

does life and win to element his fur

KIIBO IS CONSIDERED THE LEADER, BUT EVERYONE HAS THEIR OWN PART IN THE TEAM!

Hiniko Yumeno
An Elf Mage/Wizard

staff

wooden prosthetic

KIIBO MET ALL OF HIS TEAM BY CHANCE WHILE ON HIS SEARCH FOR HIS FATHER!

THEY ALL HAVE A PAST WITH TSUMUGI, NOT JUST KIIBO, SO THEY ALL TAGGED ALONG

Muki Harukawa
A twist on a harpy/avian person? She's part Falcon!

weapon

MATTRESS

MATTRESS

MATTRESS

Kotoko Utsugi

Teifling Barbarian (former Bard)

-Wears cute, flowy clothes so she has full range of motion while fighting.
-Actually, her loose, frilly clothes sometimes get in the way, although she's mostly used to working around them. She seems more comfortable in these clothes, either way.
-She likes to collect cute things, so she has lots of large pockets, although they're not very visible.
-laces each of her shoes differently
-Has alyssum flowers embroidered into her boots.

-Fights with her totes adorbs double sided battle axe. She goes to great pains to make it extra cute, as well as training herself to make it extra deadly.

SCRIBBLES

Jataro Kemuri

Goblin Artificer

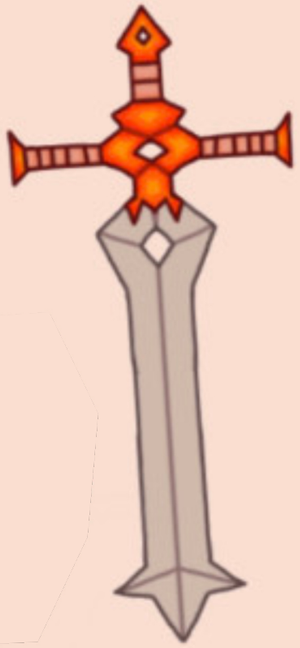
-Despite his skill when it comes to crafting, his mask is made to be patchy and generally unsettling.
-He likes to wear baggy, worn clothes.
-They're covered in rips and tears due to his general clumsiness.
-he doesn't bother to patch up his clothes, aside from his tool belt.

-He always carries a variety of tools he's proficient in, but his go to for combat is his hammer. (Although he likes testing out his other tools on people when he's in less immediate danger)
-Even when not fighting or crafting, he's often holding his hammer. It brings him some sort of comfort.

Masaru Daimon

Fire genasi Fighter

-hair is made of fire
-covered in ash and dirt smudges
-None of his clothes fit quite right. They're all much too big and worn.
-clothes covered in patches reminiscent of his striped jersey
-he's still covered in scratches, but he doesn't cover them in bandaids.



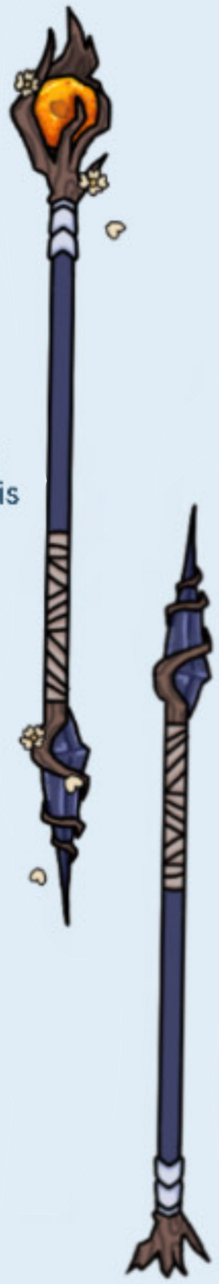
-Fights with a sword based on the design on his T-shirt.
-The handles are made of perpetually burning embers, so very few people are able to handle it but him. It's also rather heavy, but he doesn't have much difficultly wielding it.

SCRIBBLES

Nagisa Shingetsu

High elf Wizard

-wears armor and attempts to dress sharply, as the aspiring respectable, powerful figure he is. Still wears those shorts.
-Starts wearing his striped scarf after his parents die and he has control over his own appearance
-the only other notable change in appearance after their death is his cape, embroidered with the silhouette of an alyssum flower



-His staff was made with help from Monaca. It draws its power from a piece of amber encasing an alyssum, and the flowers bloom along the rest of the staff as long as it draws its power from the amber.
-after separating from Monaca, he channels his power through the shard of kyanite on the other end of his staff.

Monaca Towa

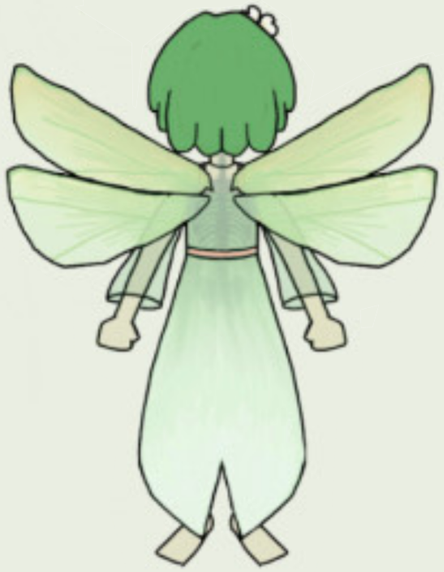
-Fairy Warlock

-Carries around a small blade endowed with magic.
-Flowers tend to bloom on the handle, where she touches it most.

-her back is translucent, allowing some of her bones to be visible.
-She rarely flies, so this part of her isn't usually visible.
-She pretends her legs don't work. She pretends to be much weaker than she is, only able to fly for short periods of time, with great difficulty.

-no one is really sure where she keeps it. It's not visible under normal circumstances, but it's out in the blink of an eye when she needs it.
-she rarely uses it.

-wings of a praying mantis
-her clothes and belongings are often covered in alyssum flowers.
  -associated with purity of soul, worn to repel negative emotions and protect from heated encounters
-wears simple, unguarded clothes.
-She's small enough for the other warriors of hope to hold in one hand.



SCRIBBLES

Nagito Komaeda DnD Design
Wild magic sorcerer
Kalashtar

Colour palette

Eyes glow when focused & feeling strong emotions

EMMY (EMSI ART)

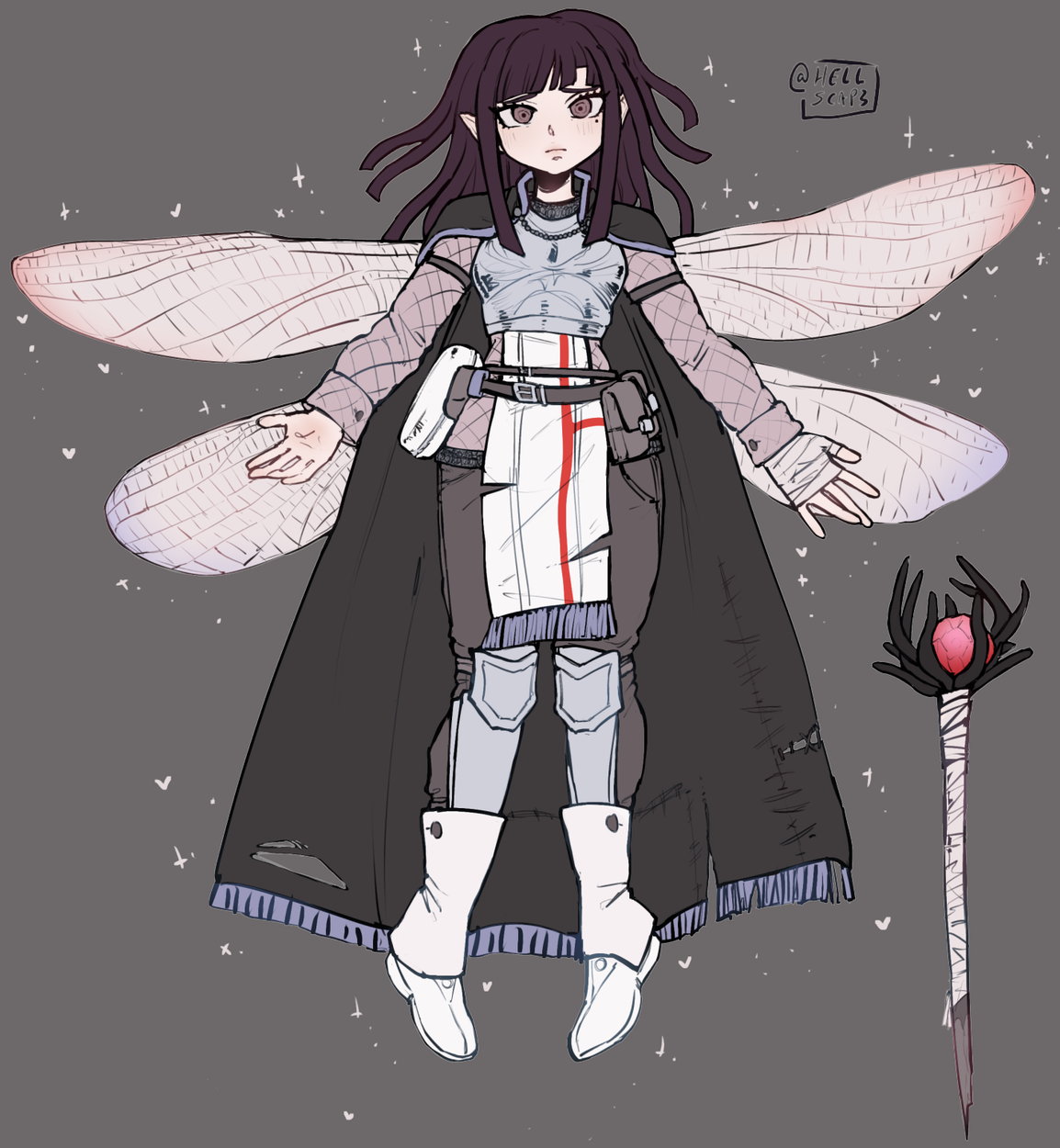
LILLACHAN

DR. YASUKE MATSUDA
—WARLOCK—

MICHAEL

MICHAEL

MICHAEL



EMMY (HELLSCAP3)

Rantaro Amami

Half elf (Elf + ??? (Water Genasi))

Ranger

Species talents:

Darkvision
Acid Resistance
Amphibious
Swim (equal to walking)
Cantrip: Shape of Water

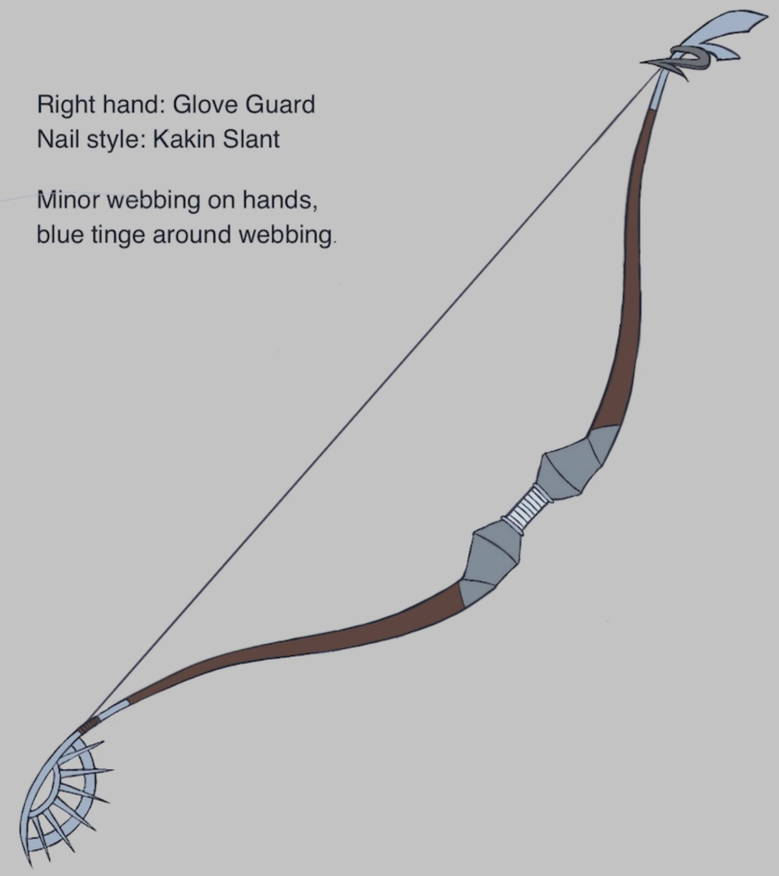
Class Skills:

Insight, Nature, Survival

Ranger Spells:
Hunter's mark
Cure Wounds

Right hand: Glove Guard
Nail style: Kakin Slant

Minor webbing on hands,
blue tinge around webbing.



A ranger who keeps his cards close to his chest.

As he was born without the more common blue-green skin of other water genasi, he keeps his genasi origins and talents a secret. He still bears the distinguishing hair of water genasi and other physical traits (genasi lines, minor webbing on hands and feet). To that end, he became a travelling ranger skilled in physical feats on both land and sea.

Always on the move - seems to be searching for someone.

PAPER

Korekiyo - Snake Hybrid Warlock

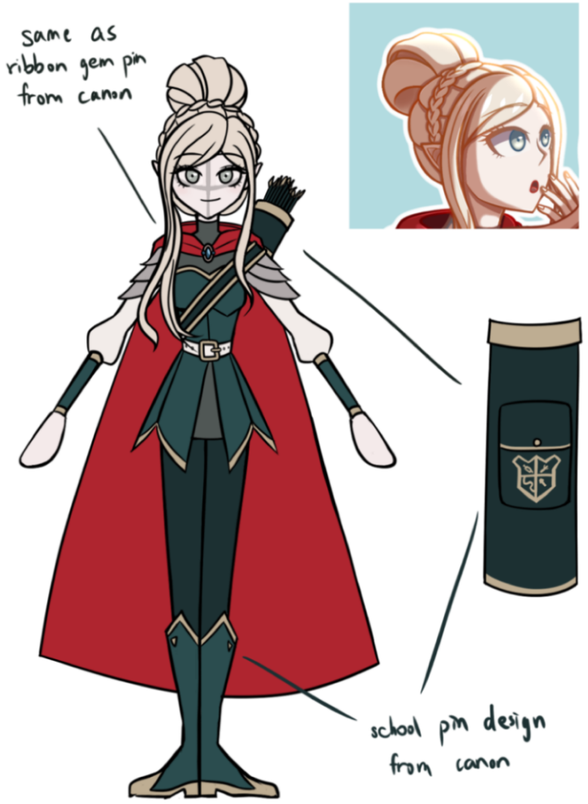
kiyo

- class: warlock(1st choice) ~~wizard(2nd choice)~~
- warlock patron: sister('s spirit or something)/some sort of god/ other spirit
- race: ~~elf/naga/gorgon/snake creature~~ snake hybrid (human elf from his father, snake from his mother)
- has a snake tail instead of legs in his true form, can switch them whenever he wants
- really interested in studying humans, especially after the separation of his parents
- carried out a ritual and formed a pact to learn more about humanity

Sonia - Elf Ranger

- sonia (bg)
  - class: ranger
  - race: elf
  - maybe an elf princess of some sort who was trained enough and has the passion to become a ranger despite her parents' disapproval because she is a princess

- inside a lab of some sort
- i'm making them second/distant cousins because why not
- maybe they haven't seen each other in a long time and during that period kiyo became a warlock and now that they reunited kiyo is showing sonia around his lab
- something to do with spirits/magic
- high perspective



The text from the book: RAINBOW

And so, the two traveled from the Nevermind Kingdom to the "Creepy Fourth Forest", where they stopped at Korekiyo's new lab, a giant, dark tower slightly covered in moss, a building ancient and eerie looking enough to Korekiyo's liking.

The snake warlock opened the door for Sonia, revealing an even darker room. “Welcome, dear cousin, to my research lab.”

And with a tap of his staff, the entire room lit up. Reds and pinks illuminated the room, making every part of Korekiyo’s lab come to life, and the elf ranger watched it all happen in awe. Bookshelves filled every wall of the room, with books neatly tucked onto every shelf. In the center of the room lies a work desk along with some rare artifacts on display, likely a part of Korekiyo’s anthropology collection. "Wow! This is amazing Kiyo!" Sonia has always been a (gets cut off i ran out of space)

small note:
hi this is my first time writing a fic! it's definitely not perfect but i want the book to be a fantasy/dnd story about sonia's adventures and have the book open at the scene of this piece! kiyo has always been an observer instead of someone who deliberately stands out so although he is the main character of this piece, sonia is the real protagonist in the story, hope you guys enjoy :D

SUNNY

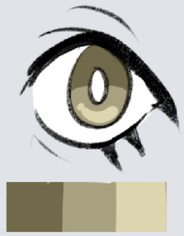
SUNNY

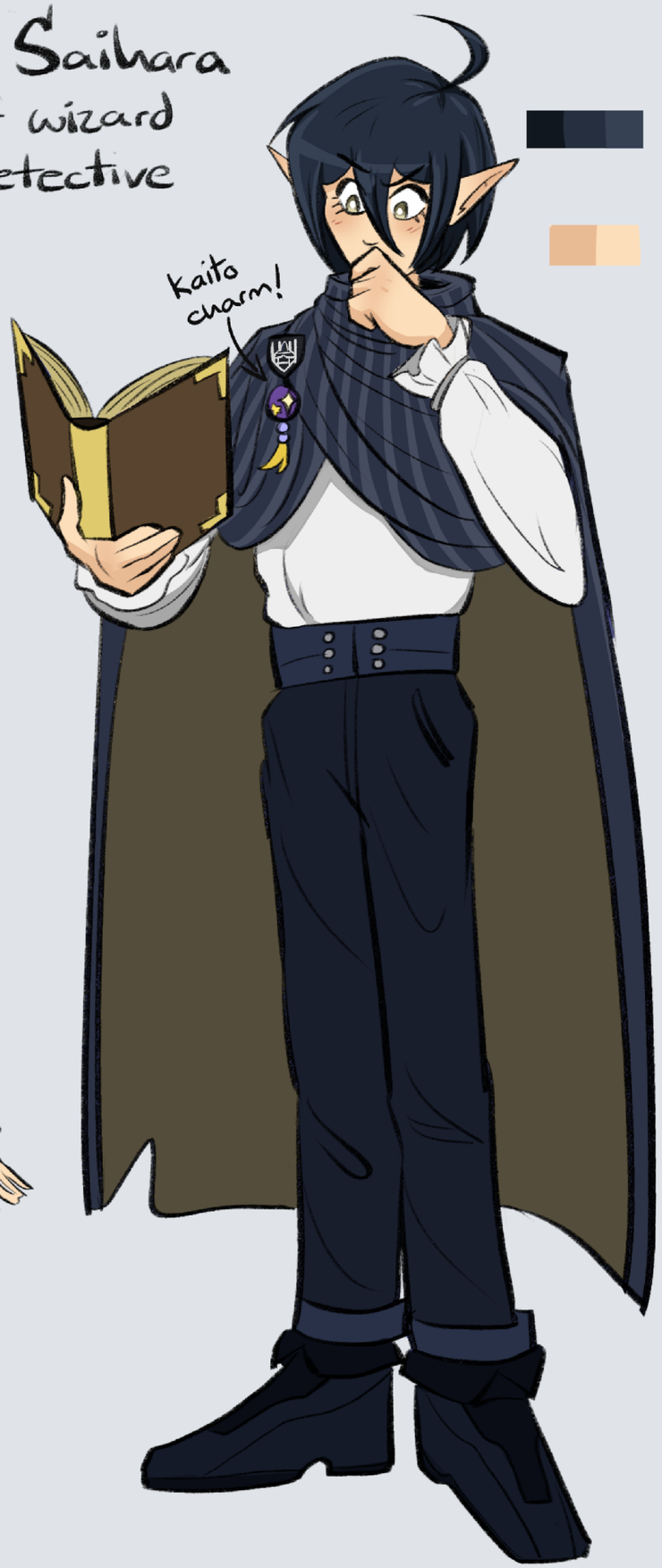
SHEGANANIGANS

A bookish detective with a lonely past,
but brimming with potential!
Kaito's smartest sidekick!

Shuichi Saihara

high elf wizard
novice detective





Kaito Momota

human paladin

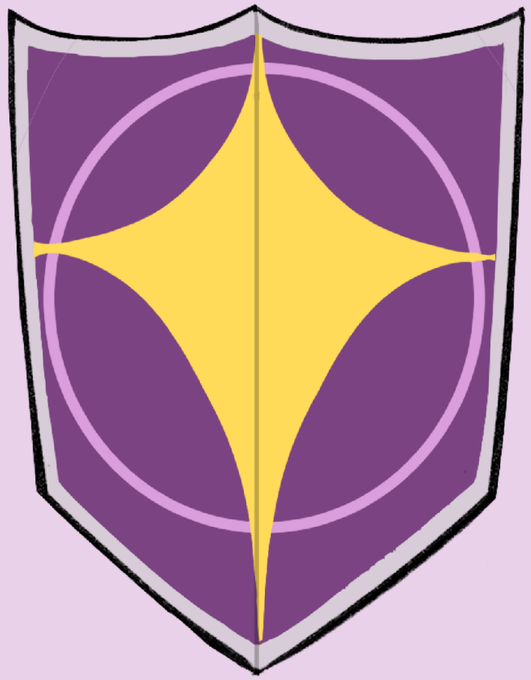
Hero of the realm!

enchanted w/ lightning magic!

"Beacon"

forged it himself!

"Moon Fang"



SQUIRES!

and Amani!

Protection charm for friends!

SHEGANANIGANS

Maki Harukawa

tiefling rogue assassin

gradient

slit pupils
big iris
black sclera

nicked

kaito charm!

poisoned!

The infamous "Red Thorn" assassin,
only good at making people disappear...
Or so they say! Kaito's not buying it!

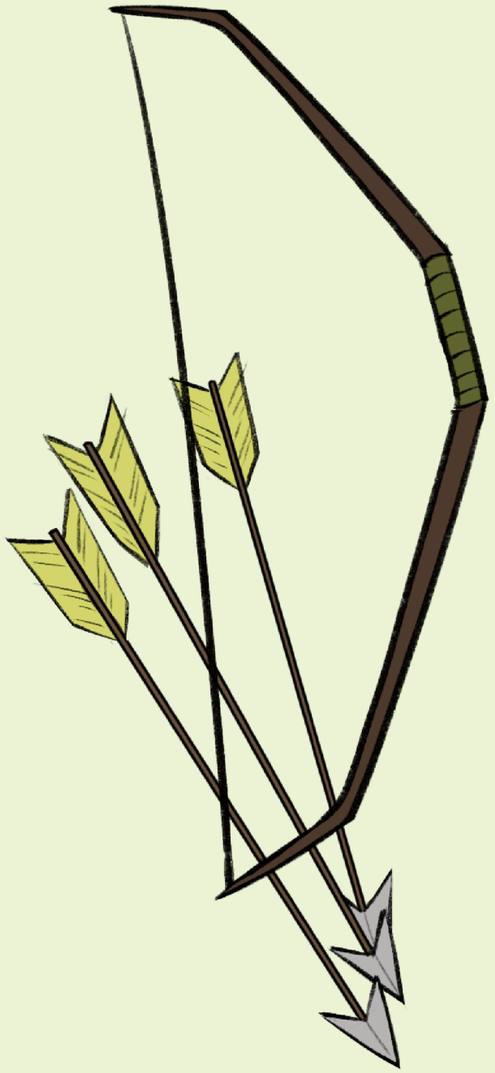
most feared assassin in the realm...

SHEGANANIGANS

SHEGANANIGANS

Rantaro Amani

Half-elf ranger
explorer? what's his deal?

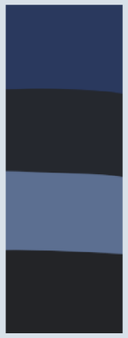


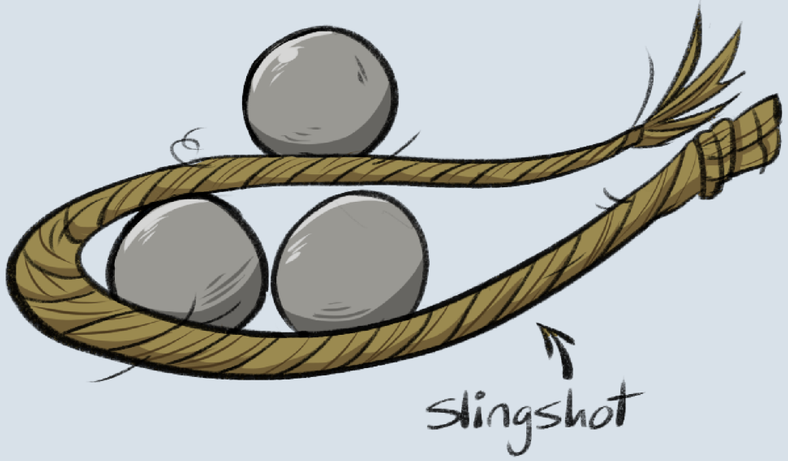
A mysterious traveler that refuses to divulge what he's actually looking for... Very good sailor though!

SHEGANANIGANS

Ryoma Hoshi

half-orc ranger adventurer



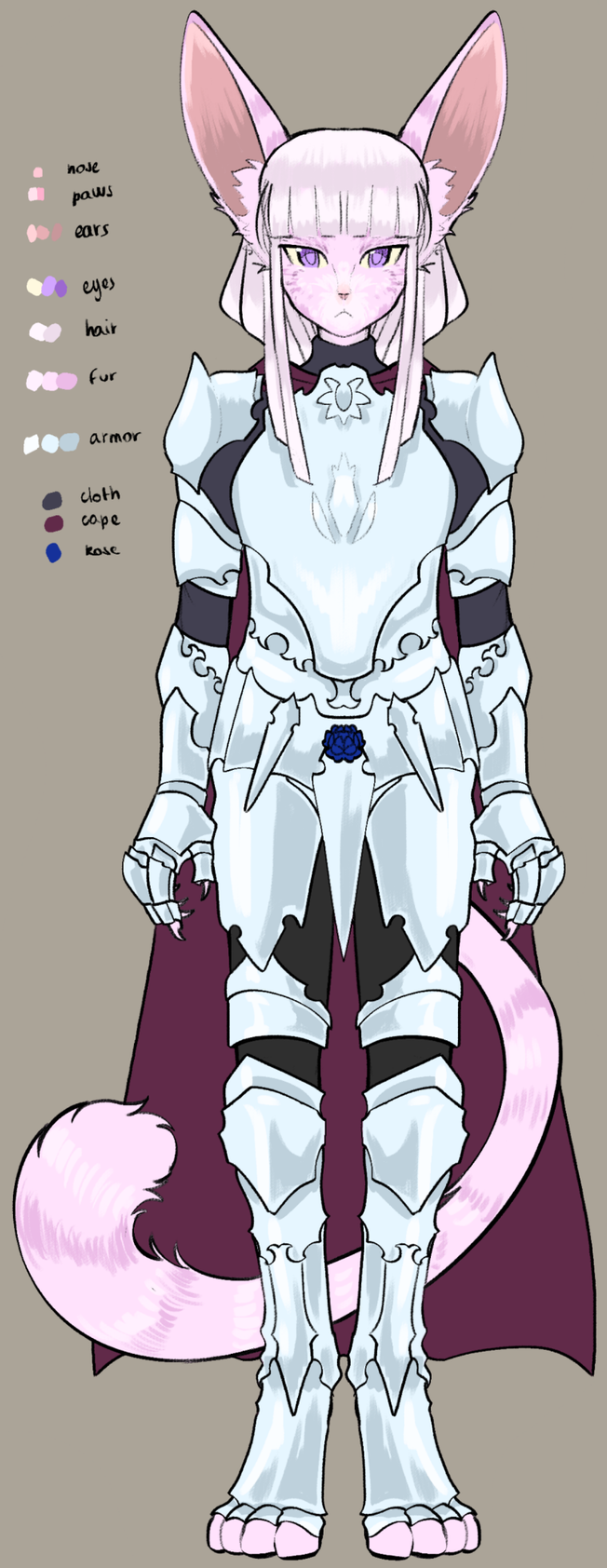


Kyoko tabaxi

Paladin

Lawful Neutral

personality + combat inspo



Kyoko is a paladin working as a high guard of her city's high court of justice. Her oath being to reveal the truth, no matter the consequences. A silent and yet respectable judge, she is praised and beloved by the courtroom and her king, often bringing justice on the table any crimes they report to her. This metropolis is full of mischief and danger, so she is quite the experienced fighter, and excellent talker.
It seems nothing can phase her and her devotion to her oath is very strict... but also rather questionable. Is the truth always worth letting out?

One day, the king ruling her city is mysteriously assassinated, and the only suspect is this stranger from an oceanic bastion that held illegal gladiator fights. Her name is Mukuro. And for once, Kyoko listens to her inner gut since a long time :
She seems innocent. And the murder didn't make sense from her tellings and the scene of the crime...

So Kyoko swore to Mukuro to find the truth, and with the approval of the courtroom, Kyoko sets out on a journey, out of the walls of the city she never left...

Known Spells :
- Command, Detect Poison and Disease, Shield of Faith
- Aid, Find Steed, Locate Object, Zone of Truth
- Daylight, Remove Curse, Revivify
- Death Ward

Weapons of choice :
- Her Sword, shaped and named like the flower : le Lys
- Her Shield, shaped and named like the flower : la Pensée

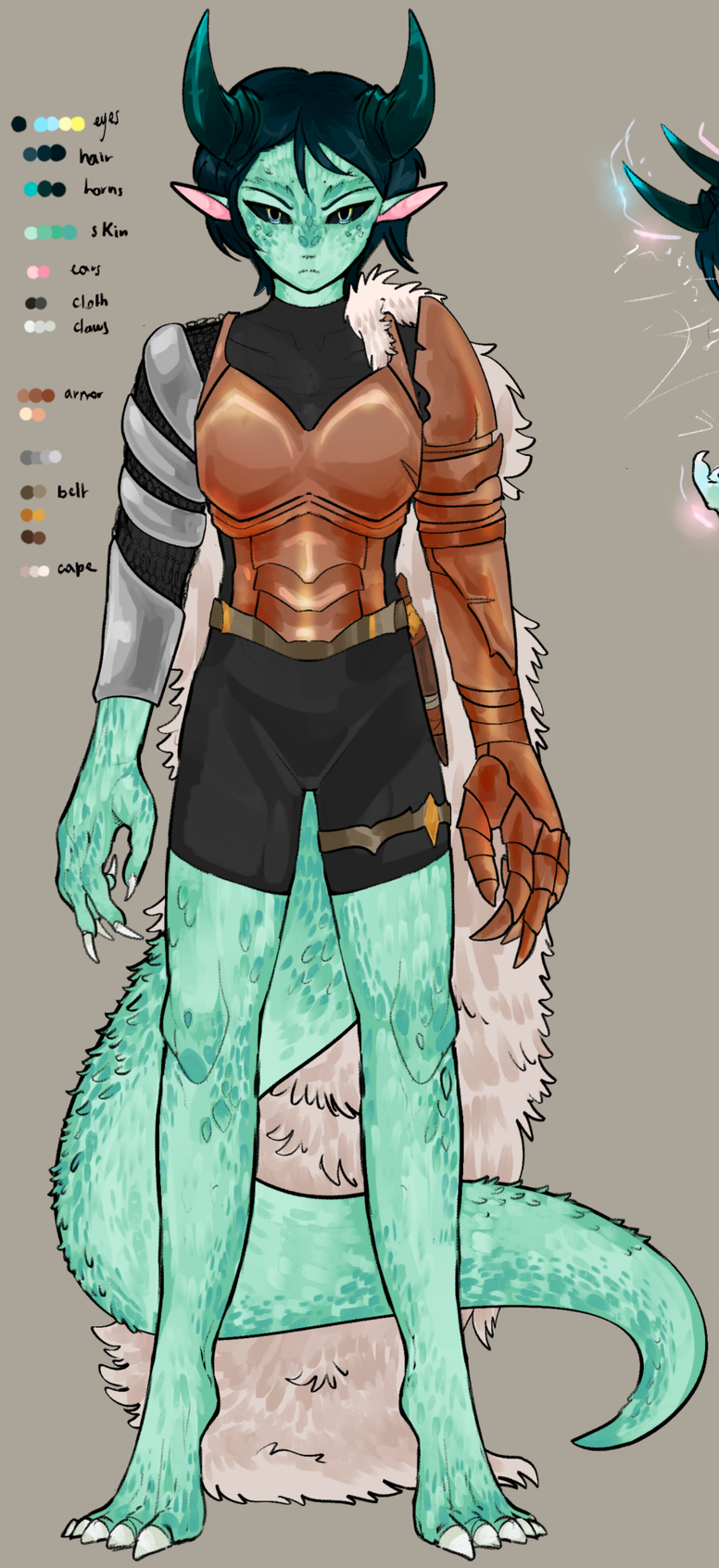
TWINKLELITCHII

MuKuro

half orc
dragonborn

Fighter
Chaotic Good

personality + combat insps



Mukuro Ikusaba was a great champion, fighting in illegal death matches on a bastion, in a farway ocean. Born and raised within the colosseum, she leaves quite the impression. A ruthless warrior, with quite a death count, the prestige of a survivor and with an odd appearance to wrap her persona.
What nobody knows is that Mukuro didn't enjoy this. Having no one else to rely on and being on an island where the only businesses around rely on bets, weaponery, alcohol and adult entertainment, she took advantage of her natural unusual physique to make a living out of battling.
Colosseum rules were that once a professional battler, she'd have to gain enough money to buy her own freedom, and that if she loses a battle, well... it'd be her last one, to give a bit of flare into the show.
Nevertheless, she persisted, and won fair and square enough for her to live a peaceful life out of the island.

Unfortunately, as soon she steps in on a new land, she is accused of murdering her biggest sponsor. Locked up in a cage, afraid of having to go back home, she has no choice to leave her life on Kyoko's hands, the only person who believes in her innocence.

Since their travel, Mukuro tries her best to make up for past actions, but her lack of politeness and general social cues make it harder for her to be trusted...

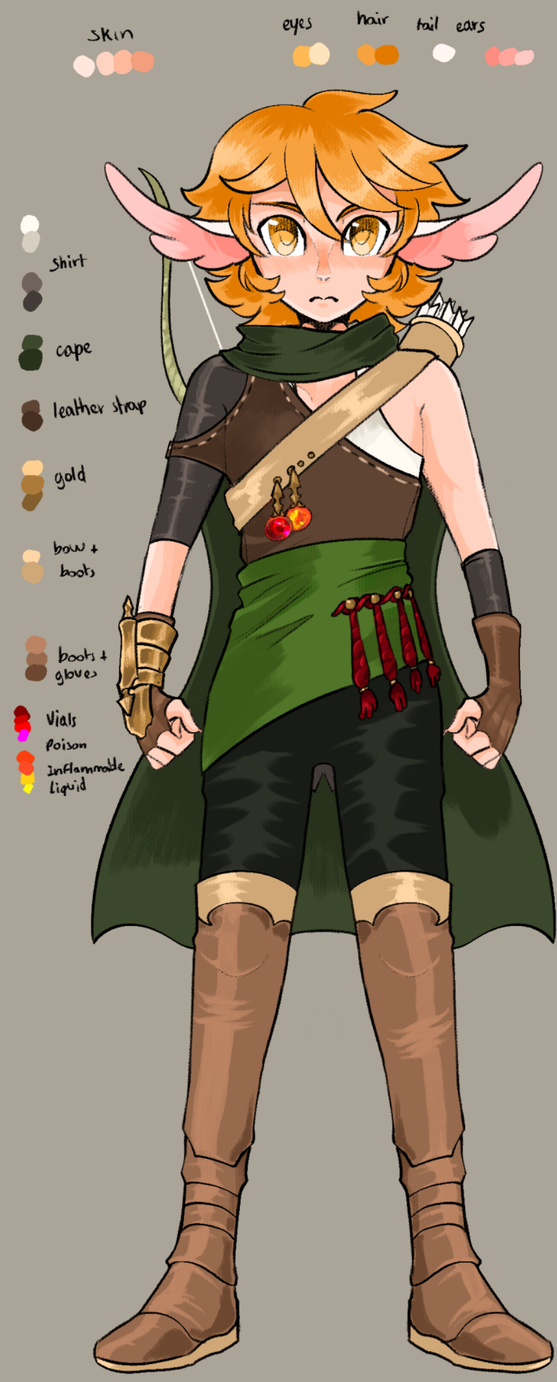
Weapons of choice :
- An enchanted spear gifted by Kyoko, with a carved deer head
- Is skilled in hand combat enough, and uses her tail regularly

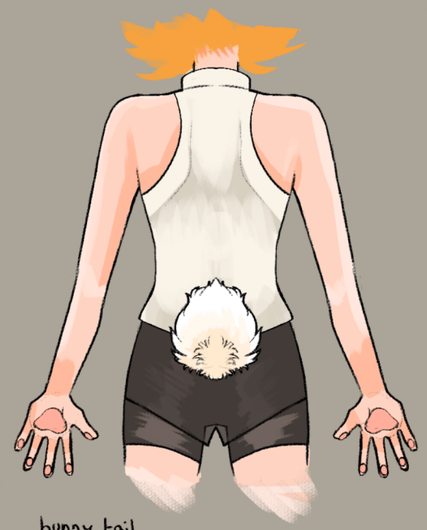
TWINKLELITCHII

Chihiro shifter

Druid (+Ranger)

Lawful Good





bunny tail
beans! soft! but don't touch.

shy, alert, serious, not very... social!

ears very flexible and expressive.
readable like a open book.

has a "feral" shifter form.

- proeminent white colors in winter.
  - glassy eyes, more fluffy
- only activates when a life threatening situation happens. they will flee and shift back normal once the panic attack fades.
- incapable of fighting in that form

personality + combat inspo

Chihiro comes from a deep forest, which they refuse to tell the name, where they lived with their father.
They were excluded from their tribe as long as Chihiro remembers, and haven't got any other connections aside of their dad because of this.
They were a faithful guardian of a sanctuary, to hope to preserve the rich flora and rarest critters that lived in those woods. Life was peaceful and tranquil until Chihiro's father disappears without signs of capture or fighting.
Chihiro understandably panics, but has to leave behind all of a life's work and their domain to find him.

They come across Kyoko the Paladin Tabaxi and Mukuro the Warrior Dragon-Orc first compared to the rest of the finalized group, as they would serve their purpose as a guide; Mukuro's murder accusation might be tied to Chihiro's father disappearance... Besides, because of Chihiro's lack of social readability, gullibly they want to help the first nice persons who happen to be grateful of their help..

Not knowing who they truly are, really.

Known Spells :
- Guidance, Mending, Thunderclap
- Cure Wounds, Entangle, Healing Word
- Animal Messenger, Enhance Ability, Lesser Restauration
- Dispel Magic, Erupting Earth, Water Walk
- Locate Creature, Watery Sphere

Weapons of choice :
- Long bow, with arrows that can be crafted into flame arrows and poisonous arrows.
- Darts, with the same useage as the long bow.

rather non-confrontational
uses mainly support spells
but won't hesitate to retaliate
if you mess with them

Chi has a bow?
then RUN.

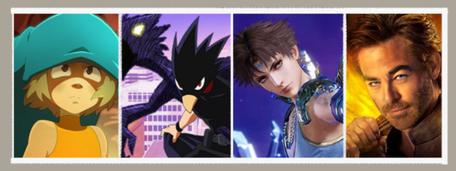
TWINKLELITCHII

Makoto

half human - aarakocra

Warlock

True Neutral



personality + combat insps

Makoto is a young wanderer with an unusual physique, for sure. Not necessarily skilled in combat, nor has a specific noticeable profession in life, the half Human and half Aarakocra man just wants to explore the world.
He was apparently sheltered by his parents, not like he talks proudly of his past anyway, so who knows what he did before meeting Kyoko, Mukuro, Taeko and Chihiro. He joined the group and since then, appreciates their company and the freedom they give to him. Even if initially, he didn't understand they were on a murder case to save Mukuro's innocence.

Being a Warlock, his patron, named affectionately 'Patrik' which is likely an alias, is linked to him ever since he can remember. He may be just a silent guy, but in combat, it's Patrik 'guiding' Makoto most of the time, making him not an easy foe to defeat, so do not be fooled by his innocent face.

Due to his strong bond with his patron, Makoto has a very strange point of view of life, and all he cares about is to «move forward». ... Whatever he means by that.

Known Spells :
- Chill Touch, Eldritch Blast, Minor Illusion
- Charm Person, Expeditious Retreat, Unseen Servant
- Invisibility, Misty Step, Shatter
- Counterspell, Fly, Vampiric Touch
- Blight, Dimension Door

Weapons of choice :
- He will find any good sturdy branch to use as a cane to bonk you.
- Patrik reports that Makoto knows how to bite and claw.

Live team reaction to Patrik

TWINKLELITCHII

Taeko tiefling

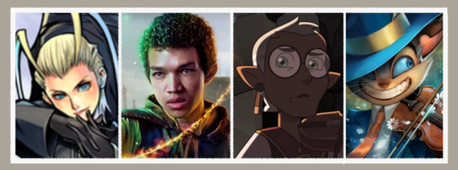
Bard

Chaotic Neutral

belt is used for tail support
injured since childhood

For tiefling standards she still has her small "baby" horns and tail, having a different size and a velvety texture, due to malnourishment.

has a "disguise" she uses when travelling to avoid getting caught for thievery. She calls herself "Celeste" in that form, a royal noble from a faraway land.



personality + combat inspo

Taeko is just your typical troublemaker thief, really. She doesn't particulary excel in anything, whether it's dance, singing, writing poetry.. You wonder why she picked up the violin in the first place.

She was born in a very bland and boring village full of farmers, built from a loving community of tieflings. Unfortunately for her, Taeko's parents ditched her and no orphanage provided, she grew up with what she had: the streets and the livestock.

She was loud, brash, a bit dumb, short tempered and troublesome. When trying to get herself some work, she wasn't strong or patient enough to be any help.
One day, to prove her worth, she claimed she'd be a popular performer and get all the riches of the land, which the village openly mocked her for and so she left.

She survived, somehow, with these goals in mind : to live her life fully, get the best things for herself, and to find the greatest treasure for an artist; to be seen, heard, and respected.

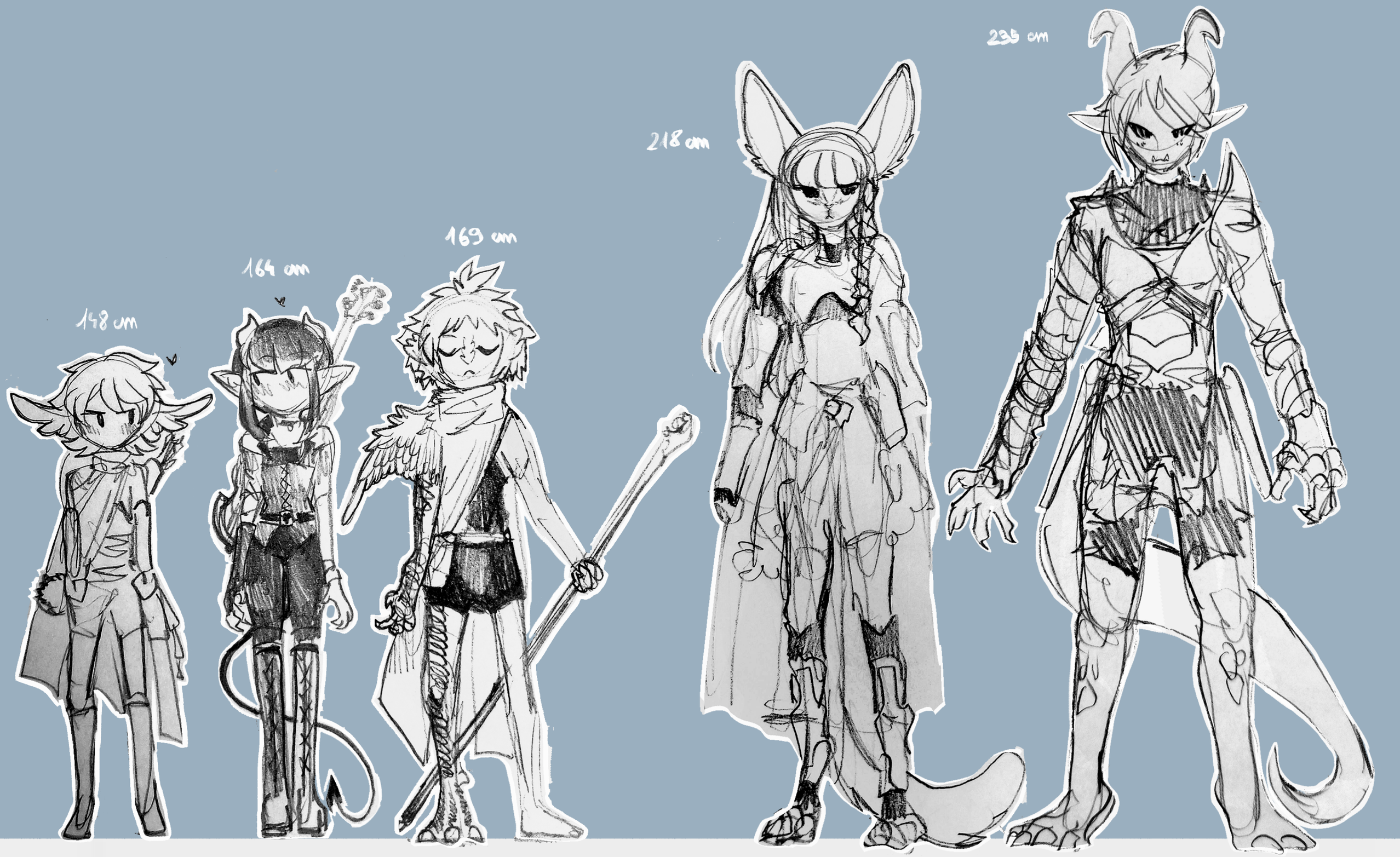
Known Spells :
- Mage Hand, Prestidigitation, Vicious Mockery
- Disguise Self, Feather Fall, Sleep
- Calm Emotions, Detect Thoughts, Silence
- Bestow Curse, Glyph of Warding, Tongues
- Confusion, Greater Invisibility

Weapons of choice :
- Her Violin, is sturdy enough to be used as a mace, no joke.
- A knife that uses magic and deals necrotic damage to heal her.

tenacious, daring, loves to deal damage and see her enemies suffer.

Best to not engage combat with her, as she rather flees... unless there's a reward to gain.

TWINKLELITCHII


148 cm
164 cm
169 cm
218 cm
235 cm